

Fig 1

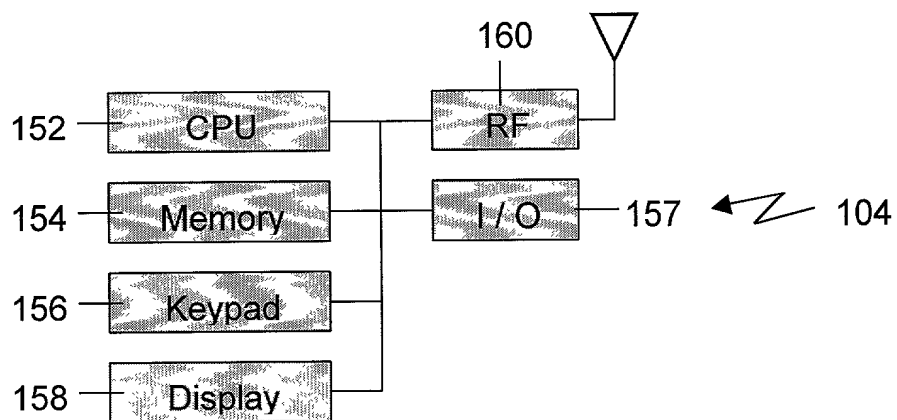


Fig 2

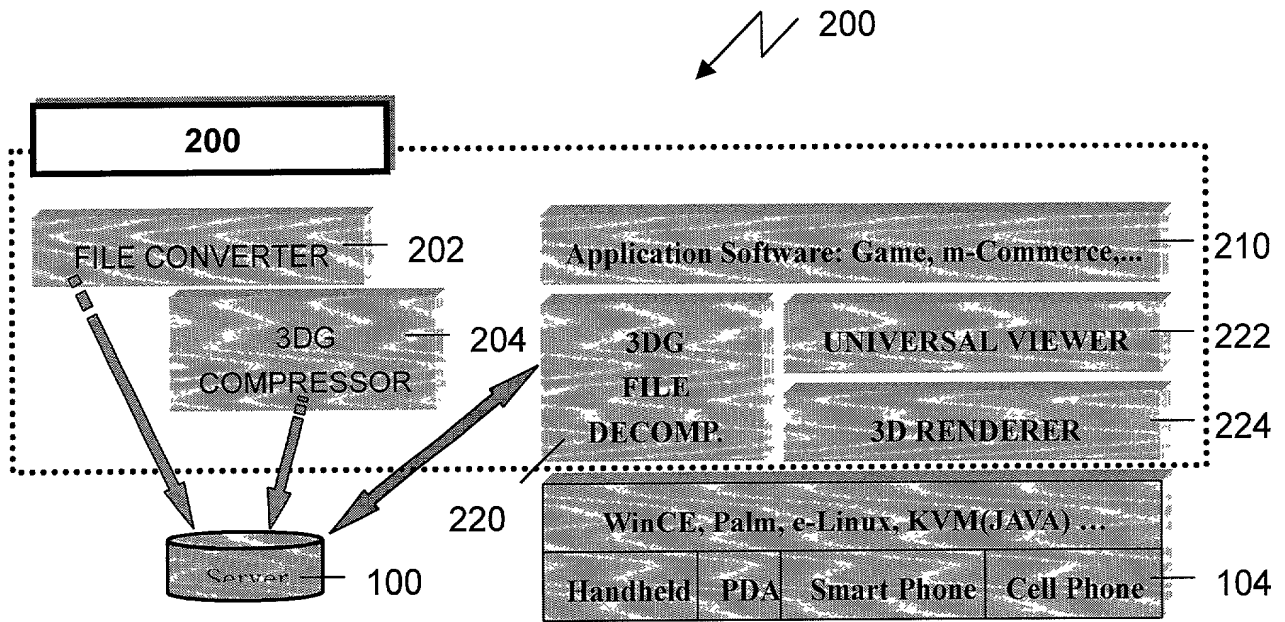


Fig 3 WIRELESS DEVICE

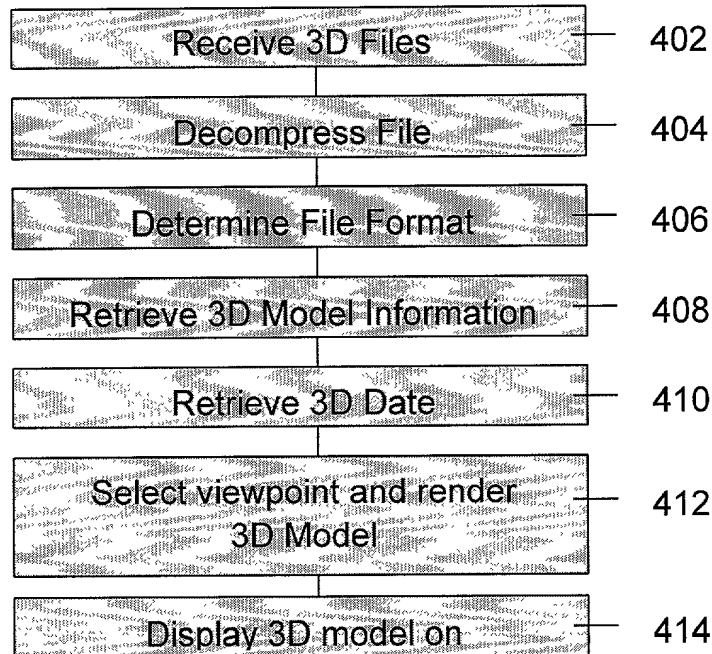
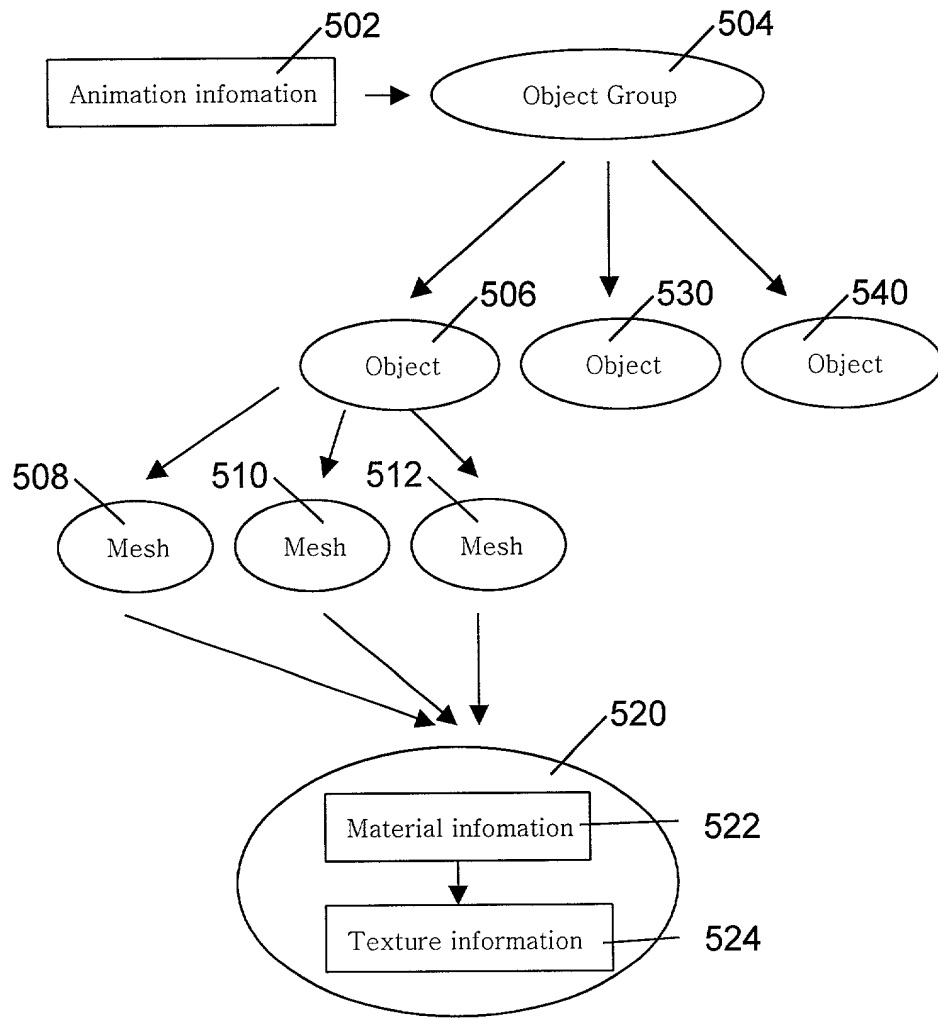


Fig 4

3d modeling data structure



Object Group : animation information

Object : x,y,z position

Mesh :

Vertex Info : x,y,z position

Polygon Info : Information on vertex that make up polygon

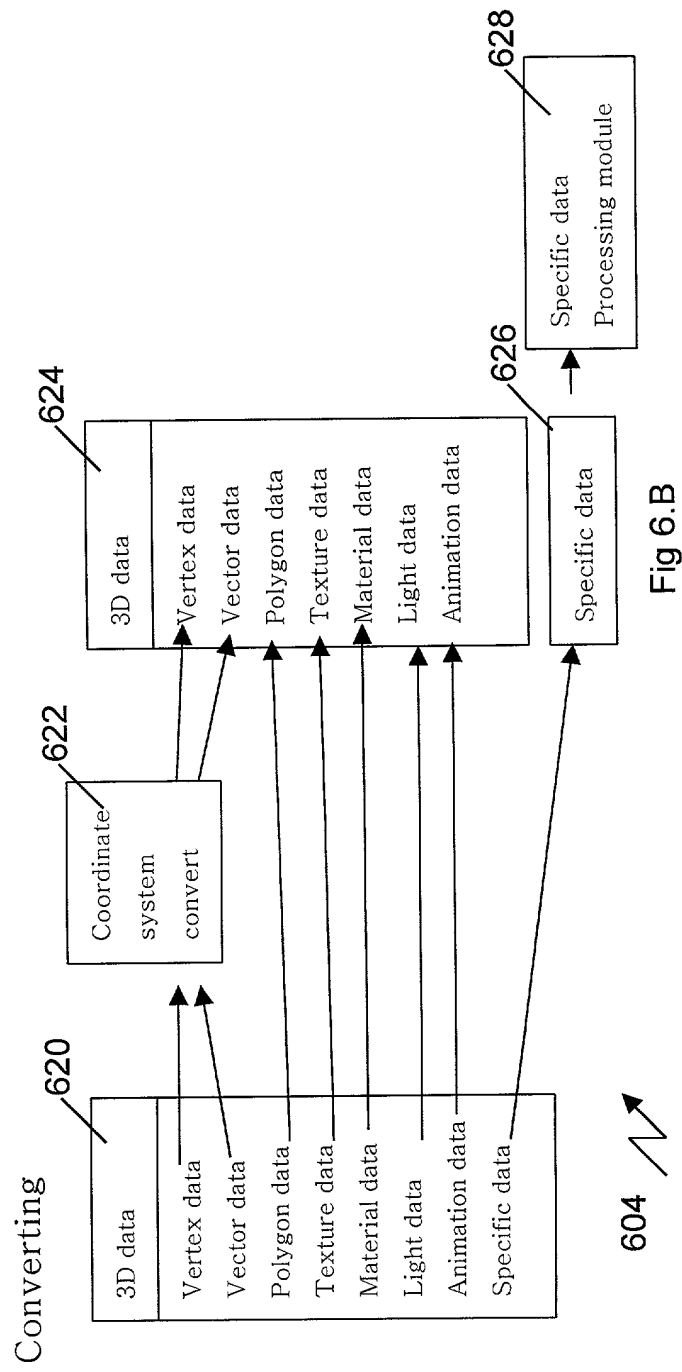
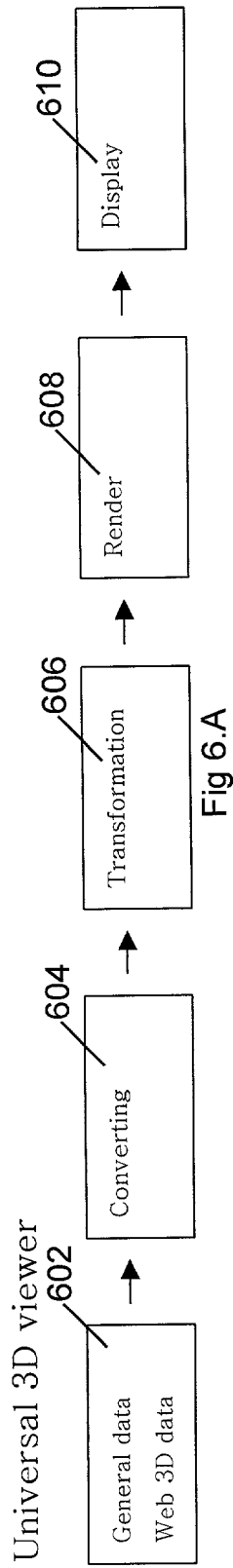
Vector Info : Normal vector info needed to calculate lighting

Texture Info : texture coordinate info

Material Info : material index info

Lighting Info :

Fig 5



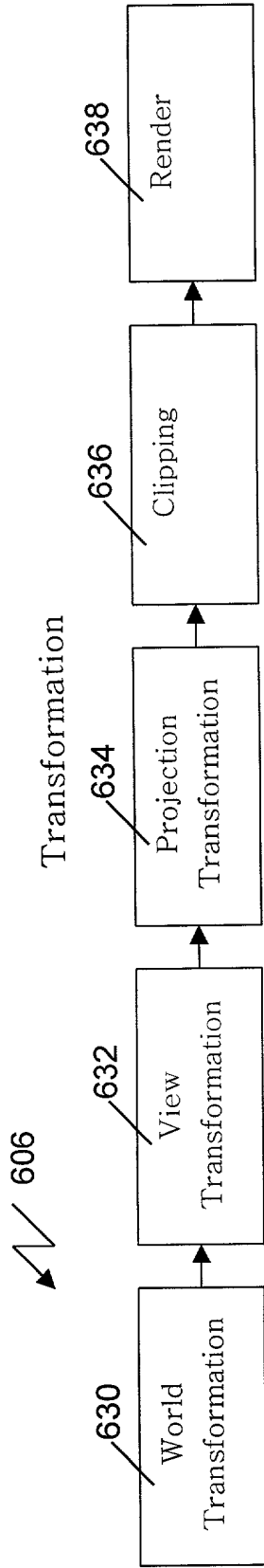


Fig 6.C

World Transformation : local to world transformation
View Transformation : world to camera transformation
Projection Transformation : 3D world to 2D world
Clipping : Clip polygons to viewing

Renderer

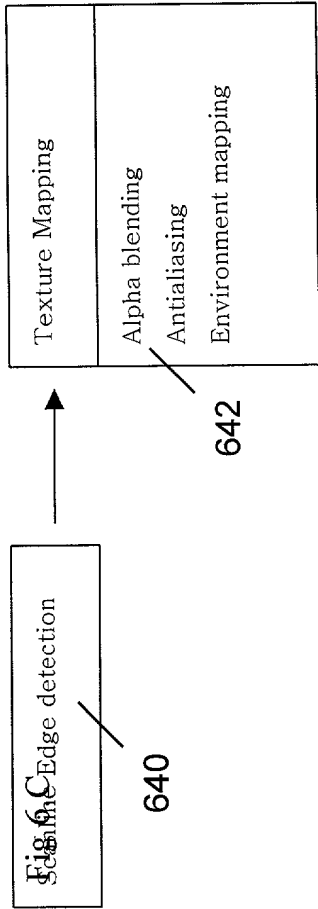


Fig 6.D

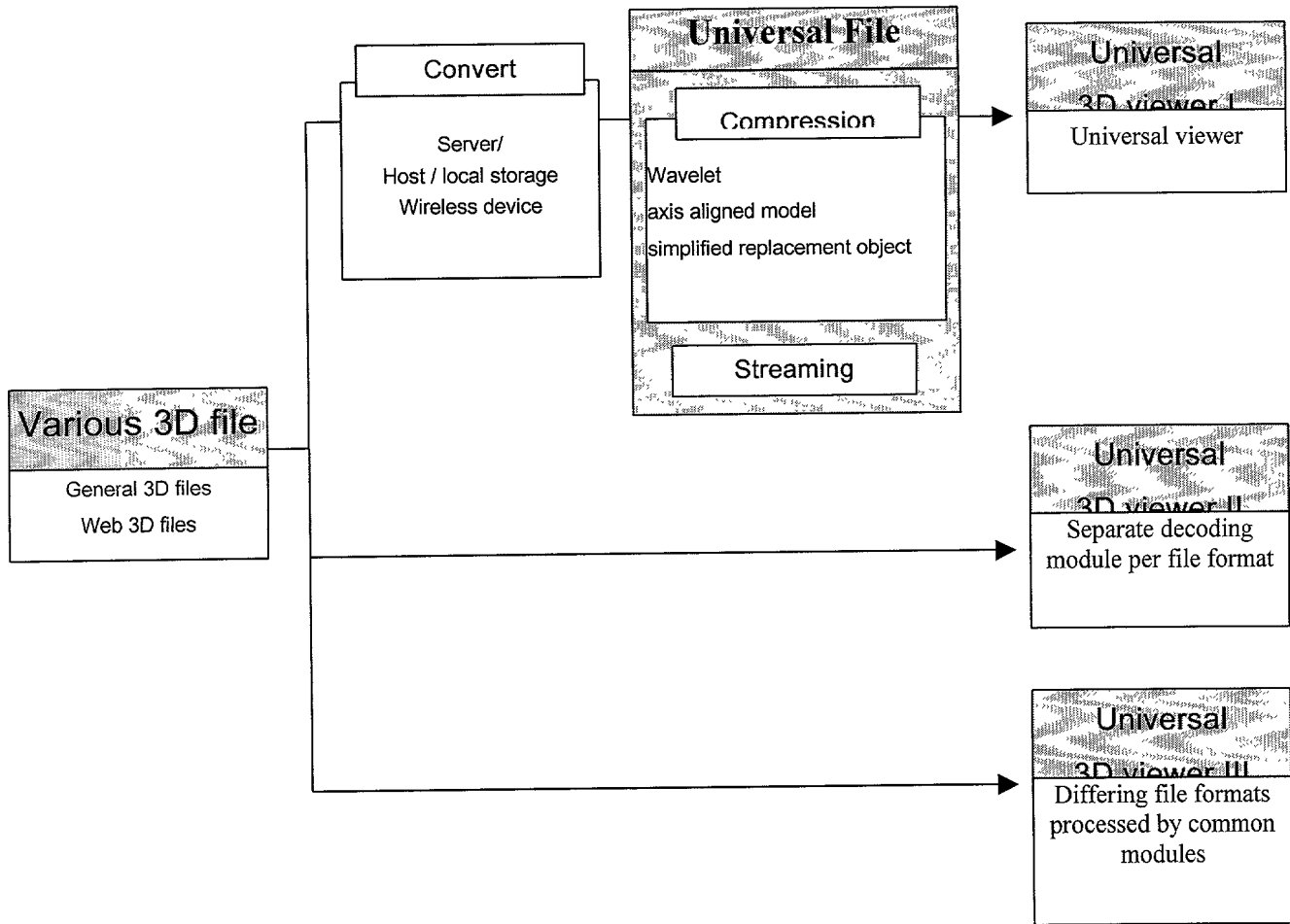


FIG. 7A

FIG. 7B

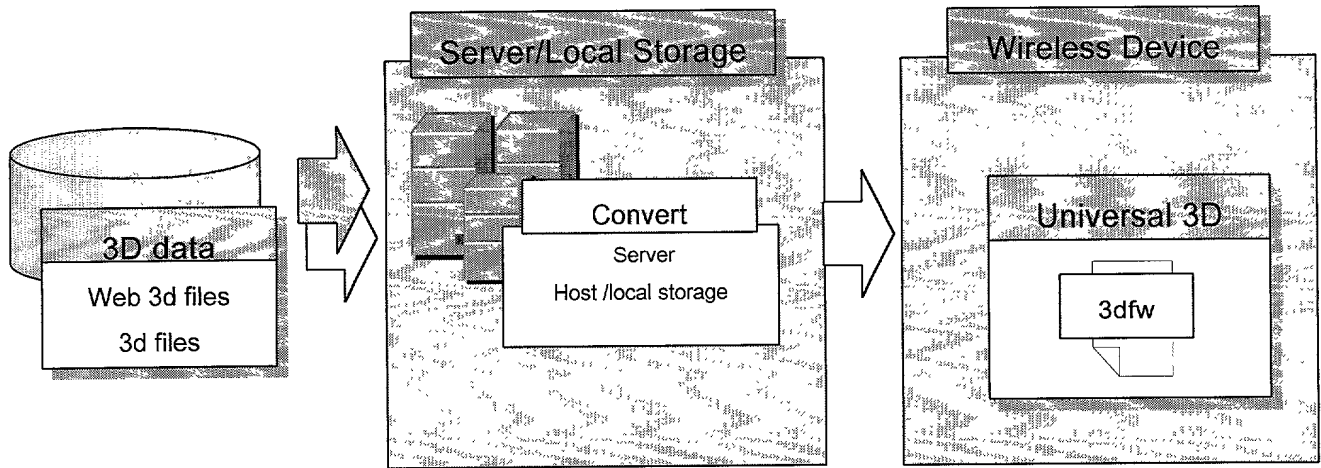


FIG. 7C

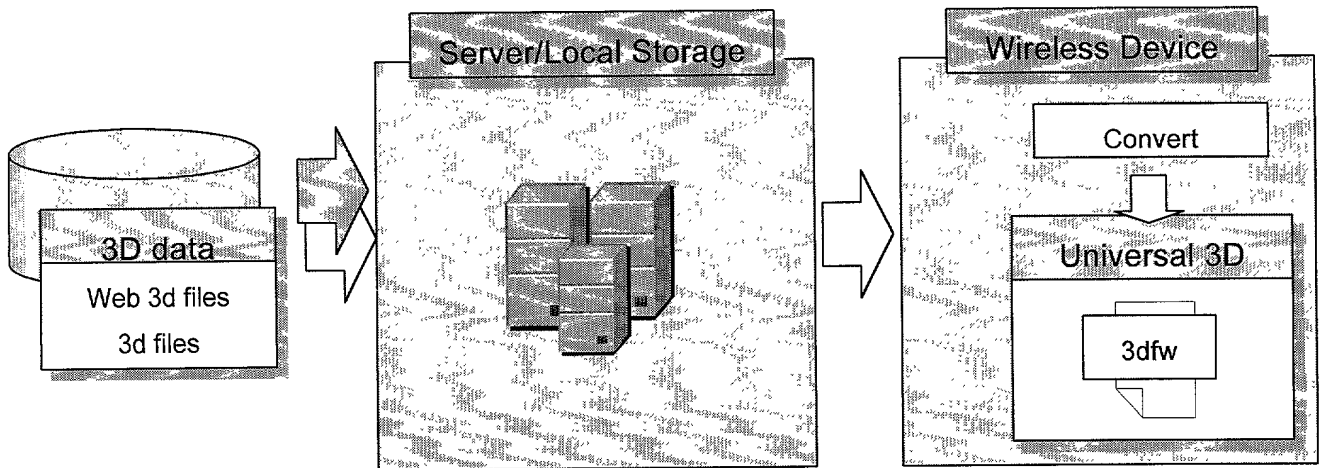
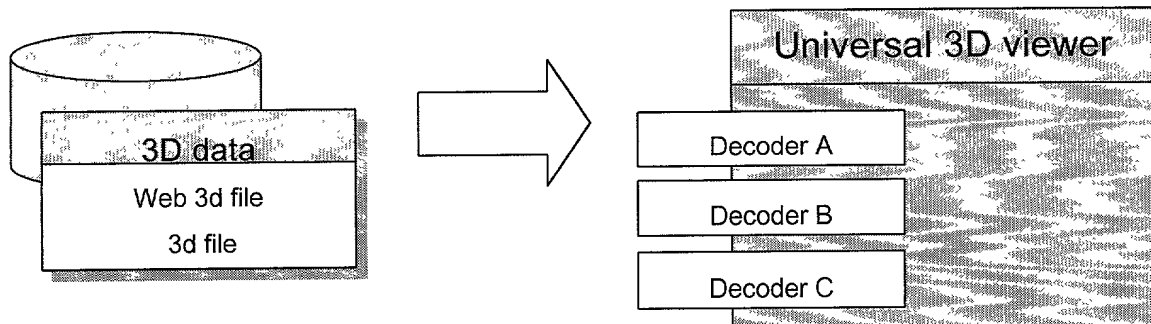
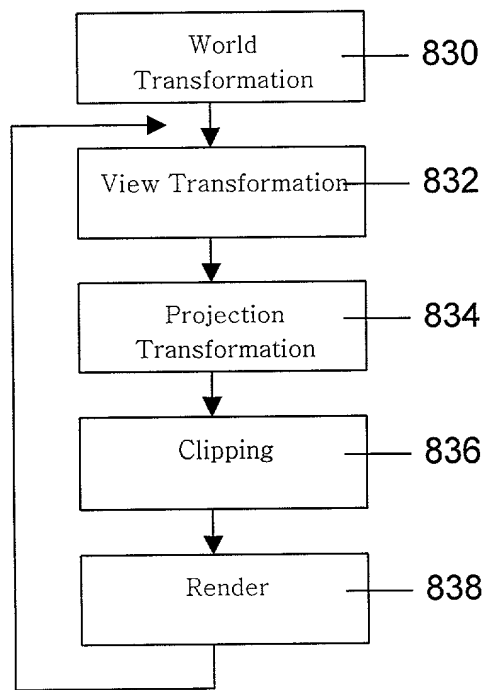


FIG. 7D





< rendering of stationary objects >

Fig 8